Our project uses a combination of a Hashmap and a Treemap. The Hashmap is sorted by the plane name and the Treemap lists the the incoming planes by how much fuel it has left.

-Originally in our project, we had two object classes implemented, the Plane class and pCompany class. However, we had difficulty making variables for the pCompany class, and even a use for the class in the mainApp. We eventually scrapped the class and instead implemented it as a variable in the plane class.

-In our pDetails method, we implemented a switch statement to allow to GUI to access the functionality of the method. We originally used boolean operators to exit and enter the different cases, but we later were able to replace this with a break statement that allows the user to jump back to a certain line rather than repeat the entire method.